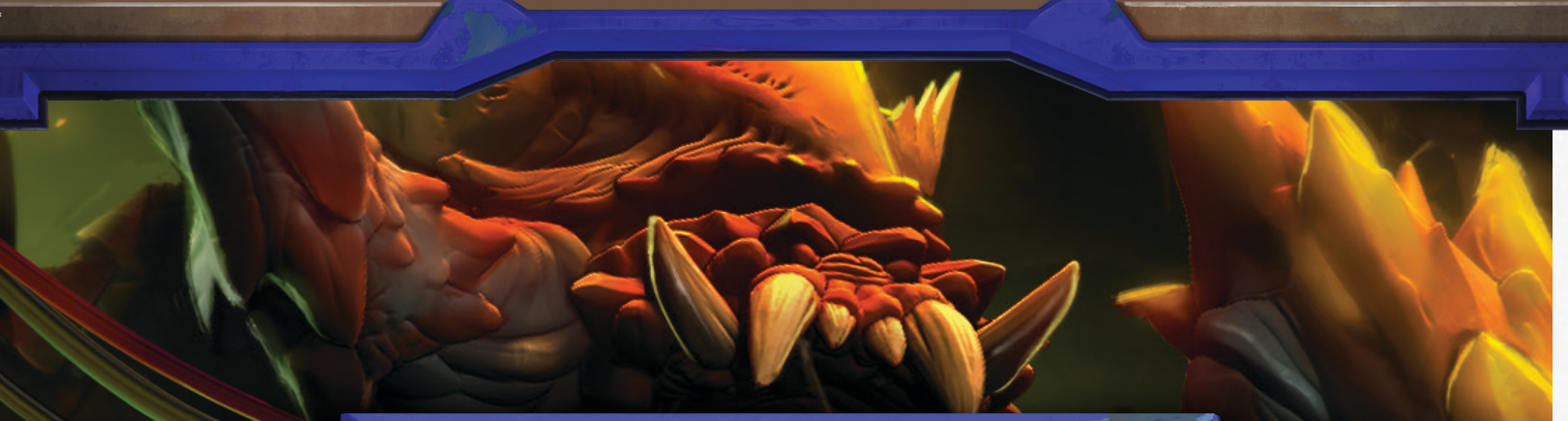
DEEP ROCK GALACTIC

DANGER. DARKNESS. DWARVES.

BIOME EXPANSION

RULE AND MISSION BOOK



A LETTER FROM MANAGEMENT

Gear up, miners! We have uncovered a whole new sector of Hoxxes IV, expanding over several new biomes: the hot Magma Core, the mysterious Azure Weald, the frozen Glacial Strata and the lush and sticky Fungus Bogs. These new biomes contain many riches, as well as new challenges.

Besides the ever-present Glyphids, the landscape itself poses many new threats. Try not to fall into the lava rivers of the Magma Core, and don't freeze to death by getting stuck in thick snow in the Glacial Strata. Also, don't touch or eat anything in the toxic Fungus Bogs. New life forms such as flying swarms of electrified Naedocytes will keep you on your toes. Remember your training!

As if things weren't gloomy enough already, scanners have also picked up something big... Very big, and very nasty. Deep inside the caves, nested inside their own cocoons, you'll encounter the horrible Dreadnoughts. These abominations make the Oppressor look like a hatchling. You must take them down or our mining operations will be in serious peril. We have faith though. You are Dwarves, after all—you can deal with anything, right?

CREDITS

GAME DESIGNER: Ole Steiness **MOOD PUBLISHING:** PRODUCER: Kasper Mou, ART DIRECTOR: Jonas Springborg, EXECUTIVE PRODUCER: Rasmus Berggreen, CREATIVE PRODUCER: Christopher Rabenhorst, MINIATURE DESIGNER: David Arberas ARTISTS: Kira Rasmussen, Michael Koudal, Elin Nylund, Morten Krebs, LAYOUT: Jeanne Touzet, FINANCE: Malene Iversen, COMMUNITY MANAGER: Sharon Murillo **GHOST SHIP GAMES**: CEO: Søren Lundgaard, GAME DIRECTOR: Mikkel Martin Pedersen, ART DIRECTOR: Robert Friis, COMMUNITY MANAGER: Jacob Herold **GAME PRINTED BY:** Eastar Game Manufacturing Co.,Ltd, China. **RULEBOOK EDITING:** Jo Lefebure & Bryan Gerding for The Geeky Pen **TESTERS:** Simon Asger Gjerløv-Christensen, Adel Hadi, Gustav Steiness, Thomas Steiness. Special thanks to community member Johnno for his valuable feedback and to Elise Chevalier for TTS support.

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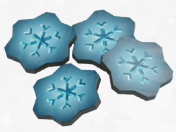
COMPONENTS

7 double-sided cave segments of various sizes



4 frozen tokens

5 poison spore fungus tokens

6 M.U.L.E. leg tokens

2 mini M.U.L.E. tokens

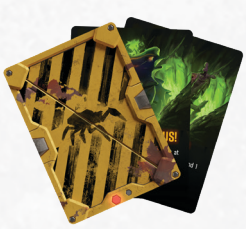
1 Neurotoxin Grenade token

5 Glyphid cocoon tokens

6 Acid Sludge tokens

1 magic hole segment

8 Dreadnought event cards



4 swarm cards

6 creature cards

16 mission cards

1 Dreadnought cocoon segment

1 rule and mission book

6 throwables cards

2 Rock ‘n’ Stone cards

4 secondary weapon cards

1 Dreadnought health tracker

2 Stingtails

4 alternative primary weapon tokens

4 cryo bulbs

4 Naedocyte Hatchlings

1 Naedocyte Breeder

4 exploding plants

2 Rammers

1 Dreadnought

4 lava geysers

2 Q’ronar Shellbacks

2 glowing pillars

INTRODUCTION

All the special elements featured in the Biome expansion are immune to frost and stun effects. Only the Scout and flying creatures can safely move over the elements without triggering their effects. Only elements represented by miniatures block line of sight.

You will also encounter new creatures in the biomes, such as the flying Naedocyte Breeder and its airborne offspring: the electrified Hatchlings. The situation isn't any better on the ground, where the rolling Q'ronar Shellback, the snatching Stingtail, and the lethal Rammer will complicate any mission.

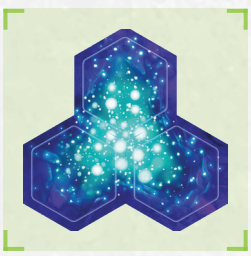
The Naedocytes only appear as part of the mission setup, while the 3 ground creatures appear both during mission setup and during swarms. You can choose to include the ground creatures in any of the base game missions by shuffling their cards into the swarm deck.

REGIONS

AZURE WEALD FEATURES

The Azure Weald is a chilly place, every bit as hostile as the rest of Hoxxes IV. Still, we cannot deny its peculiar beauty. Dazzling, bioluminescent clusters of lichen light up the darkness, illuminating this fertile and overgrown region in flickering neon colors.

Glowing pillars are mysterious sources of light and energy. Creatures and Dwarves standing on a space adjacent to a glowing pillar cannot be frozen, stunned or webbed. Glowing pillars block line of sight and ground movement.



Magic holes emit a bright light and reduce the gravitational pull of any Dwarf or creature entering the space. When counting movement spaces on a path going through a magic hole, do not count the spaces of the hole itself—they are free spaces to move on/through.

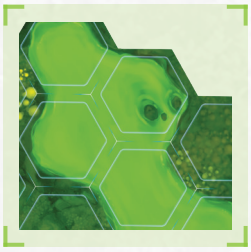
No objects can be placed on a magic hole. No creature or Dwarf may end their move on the magic hole tile.

FUNGUS BOGS FEATURES

Fungus Bogs is a truly awful region, built mostly from slime, mold, stinging insects, fungus, putrid mud, and corrosive lichen. We almost feel guilty about sending miners into this living, toxic hell, but the rewards are too great to pass up...

Poison spore fungus is a group of medium-sized mushrooms that release poisonous vapors, damaging any Dwarf who ventures too close. Each time a Dwarf enters a space adjacent to it, roll 1 creature die: on a [!] result, that Dwarf suffers 1 damage.

The fungus is destroyed when a Dwarf steps on it or damages it with a weapon or a pickaxe chop (it has 1 health and no resistance). When destroyed, the fungus releases all of its remaining vapors. Roll 1 creature die: on a [!] result, all Dwarves on or adjacent to the fungus's space suffer 1 damage. Then remove the poison spore fungus token. The fungus does not harm creatures, BOSCO or the sentry gun. Creatures can walk over the fungus without destroying it.



Sticky goo is a deep-green, bubbly goo that can cover large areas of the cave floor, dramatically slowing the movement of Dwarves and Glyphids moving across it. When a creature or a Dwarf moves onto a space with sticky goo, their movement ends for the current action.

While sticky goo from Goo Bombers is removed when stepping on it, this is not the case for the goo found in Fungus Bogs—it's simply too dense.

Ziplines and platforms can be placed on it to facilitate crossing. Supply pods and sentry guns can be placed on it, as well. Ignore the goo effect beneath a Supply pod or sentry gun.

Exploding plants explode violently when damaged. They have 1 health and no resistance. When this happens, remove the exploding plant from the board. The explosions can trigger other nearby explosive plants, causing a deadly chain reaction. When a Dwarf or an exploding creature damages an exploding plant in any way, it detonates. Roll an explosive die and apply the result to all adjacent creatures, Dwarves and sentry guns (not to stalagmites or walls). Any exploding plants within 2 spaces of the detonating plant also explode, following the same procedure as described above. Exploding plants block line of sight and ground movement.

Glyphid cocoons contain new Web Spitters, ready to hatch at any time. This is triggered by a special event: 'Hatching'. When a special event card is drawn, replace the cocoon token with a Web Spitter (or a Slasher, if none are available) and increase the swarm threat by 1.

The cocoon can be destroyed to prevent it from hatching (it has 1 health and no resistance).

MAGMA CORE FEATURES

Inside the darkest depths of Hoxxes IV are hot magma caves, filled with molten rock and pyroclastic hazards. Watch your step, because your employee insurance does not cover burns.

Hot rivers are streams or small rivers of molten rock which damage any Dwarf that moves onto them. A Dwarf must roll a flame die each time he enters a hot river space. Suffer 1 damage per flame symbol rolled. The Dwarf will not suffer additional damage from this hot river space, unless he leaves it and returns to it afterwards.

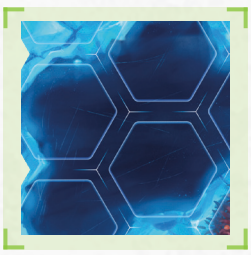
- Sentry guns and supply pods cannot be placed on hot river spaces;
- Creatures can cross hot river spaces without taking damage;
- Ziplines and platforms can be placed on hot river spaces for safe crossing;
- Sticky goo dropped by Goo Bombers is not placed on hot river spaces.

Lava geysers are rocky geysers which periodically erupt with lava and burn anyone near them. When a mission specific event triggers the lava geysers, roll 1 flame die for each geyser and apply the result as damage to all adjacent Dwarves, creatures and sentry guns. Lava geysers block line of sight and ground movement.

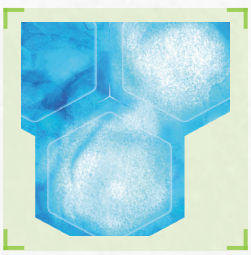
Exploding plants are the same type of volatile growth also found in Fungus Bogs. Refer to their description in the Fungus Bogs section (page 7).

GLACIAL STRATA FEATURES

The continental plates of Hoxxes IV rest on top of a planet-wide permafrost layer that runs several miles deep. The frozen caves here are full of icy challenges, such as slippery surfaces, knee-deep snow (well, waist-deep if you're a Dwarf) and of course a myriad of creatures more or less resistant to the cold.

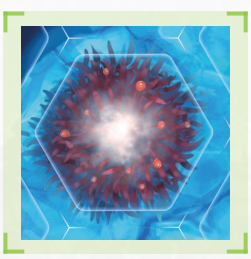


Smooth ice covers patches of the cave floors. Dwarves who walk into a space with smooth ice will be forced to keep moving in a straight line in the same direction. This does not cost any extra movement actions, but your movement ends as soon as you exit the patch of smooth ice. Creatures are not affected by smooth ice. Ziplines and platforms can be placed on smooth ice for safe crossing. Sentry guns and supply pods cannot be placed on smooth ice. Any goo placed on smooth ice will stop a Dwarf from sliding any further. Dwarves already sliding across smooth ice cannot stop to make use of ziplines to cross the ice.



Heavy snow will impede the movement of any Dwarf, but creatures are unaffected. Dwarves who walk into a space with heavy snow must end their movement action immediately.
Ziplines and platforms can be placed on heavy snow.

Cryo bulbs are plants that will explode in a cloud of ice shards when damaged. When they do, remove them from the board. The blast will freeze adjacent creatures and cause adjacent Dwarves to become hypothermic. Flying creatures with no resistance to freeze damage instantly die when frozen. The sharp shards will also deal 1 damage to adjacent creatures, Dwarves and the sentry gun. Freeze resistance does not prevent this damage. Cryo bulbs block line of sight and ground movement. They have 1 health and no resistance.



Oasis pits will defrost Dwarves moving adjacent to their space, removing their frozen tokens immediately. Also, standing on or adjacent to an oasis pit means you are immune to becoming hypothermic.

HYPOTHERMIA

Hypothermia. Dwarves will receive a frozen token when a mission specific event card says so, unless the Dwarf already has a frozen token, or he is in—or adjacent to—an oasis pit. Dwarves inside the drop pod are also immune to the effect.

As long as a Dwarf is hypothermic, he has 1 fewer action available to him during any subsequent turns on this mission. If a hypothermic Dwarf enters an oasis pit or moves adjacent to it, remove the frozen token and continue your turn—your third action is available again immediately.

Creatures are unaffected by hypothermia from mission specific events.

No line of sight. No movement through (except for Scout, BOSCO, and flying creatures).

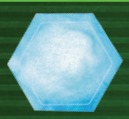
This element is destructible (1 health, no resistance).

Platforms, ziplines and pipe segments can be placed here.

Ground creatures are also affected.

OASIS PIT

Adjacent Dwarves remove frozen (hypothermia) tokens.



HEAVY SNOW

End movement action.

SMOOTH ICE

The Dwarf automatically slides in the same direction until he exits the smooth ice, ending his movement action.

STICKY GOO

End movement action.

HOT RIVER

Roll for each space entered. Suffer 1 damage per flame symbol rolled.

GLYPHID COCOON

Replace cocoon with Web Spitter. Dwarves and creatures cannot end their movement on a Cocoon.

POISON SPORE

Adjacent Dwarf suffers 1 damage if ! is rolled on die.

MAGIC HOLE

No movement steps are spent on these spaces (also affects flying creatures).

LAVA GEYSER

When the geyser erupts, all adjacent creatures (including flying creatures) suffer worth of damage.

CRYO BULB

Adjacent Dwarves become hypothermic if destroyed, creatures (including flying creatures) become frozen. Deals 1 damage.

EXPLODING PLANT

When the exploding plant erupts, all adjacent creatures (including flying creatures) suffer worth of damage.

GLOWING PILLAR

Adjacent targets (including flying creatures) cannot be webbed, frozen or stunned.

MISSION TYPES

This book contains missions for the new biomes. A variety of traditional mission types are present throughout the biomes, but there are also elimination missions featuring Dreadnoughts as well as salvage operations. You can play through the missions in any order you like, or play them as a Deep Dive campaign.
A word of warning: the later missions are tougher than the earlier ones.

Mining Expedition. Mine Morkite from the walls.

Egg Hunt. Locate and mine alien eggs.

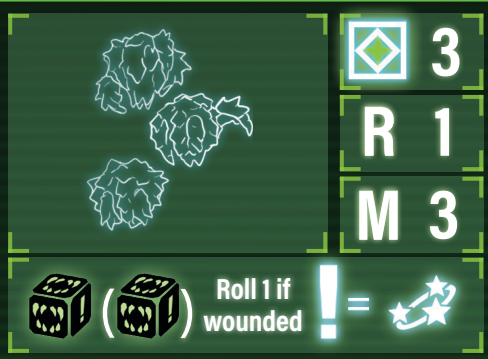
Point Extraction. Mine Aquarqs and drop them off at the mine head.

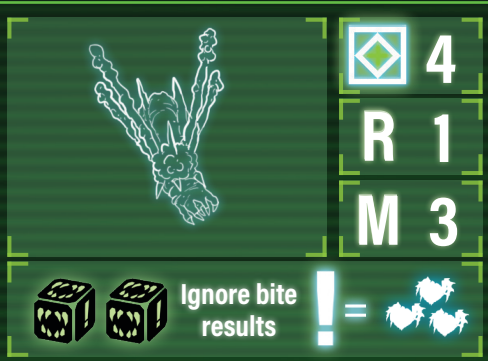
Elimination. Locate and eliminate a huge creature.

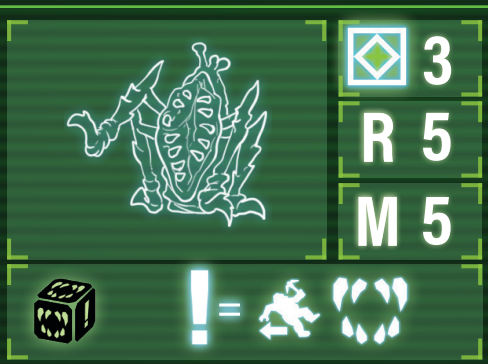
Salvage Operation. Locate and repair precious equipment.

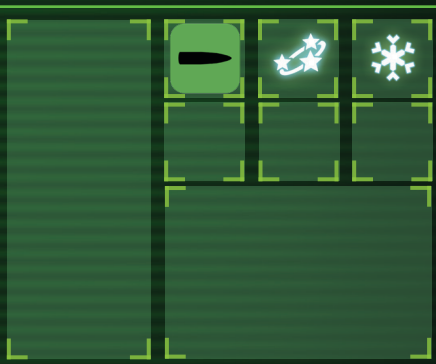
CREATURE LIST

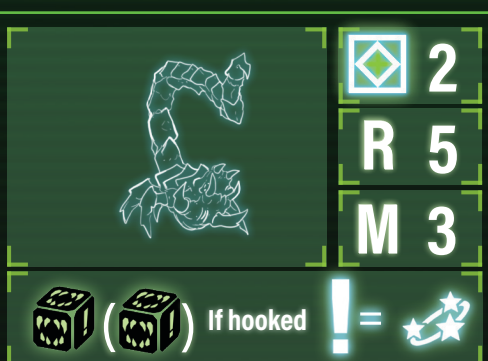
CREATURE	STATS	REWARD	RESISTANCE











DESCRIPTION

Naedocyte Hatchlings are annoying little buggers, able to fly great distances to zap an unfortunate Dwarf with their shock attack. They hatch immediately as a swarm from Naedocyte Roes laid by the Breeder. The Hatchlings swarm will fly towards the nearest target as a single unit.

As long as the swarm is intact (undamaged), it will attack with 2 creature dice. Once it takes any damage, the swarm is reduced, and it will only attack with 1 creature die.

The Naedocyte Breeder floats around in the air, seemingly harmless. However, whenever creatures activate, roll 2 dice. For each [!] rolled, the Breeder will spawn a swarm of Naedocyte Hatchlings on an empty space as close as possible to the Breeder (on the space nearest a target).

Regardless of the result, the Breeder will then move as far away from the closest Dwarf/sentry gun as possible.

The Q'ronar Shellback is quite the abnormal resident of Hoxxes IV, capable of adopting two forms in combat. It is usually seen curled up and rolling around at high speeds, using its body armor as a battering ram to crash into its targets.

When a Shellback is activated within a range of 5 spaces from a target, it will curl up and ram into its target, if possible. Move it adjacent to the target and roll for damage. A [!] result knocks back a Dwarf that's 1 space away from the Shellback, if possible. If the Shellback cannot get adjacent to its target, or if it's already adjacent, it will instead attack with its acid spit. Roll for damage, but ignore any [!] results.

Note that the Fast Critters event card can cause the Shellback to deal damage to a target twice in the same event phase.

The Rammer is a vicious creature, defending its territory by ramming into intruders as they get too close. When a Rammer is activated while adjacent to a target, it will attack the target with its horn: roll 1 creature die.

If the Rammer is not adjacent to a target, it will move up to 3 spaces when activated.

If the Rammer ends its movement adjacent to a valid target, immediately roll 2 creature dice and apply any damage.

Note: the 'Fast Critters' event card can cause the Rammer to deal damage to a target twice in the same event phase.

The Glyphid Stingtail is known to attack by hooking its victims with its long tail claw and pulling them in to be devoured. When attacked by a Stingtail, roll for damage. Then, if there is an empty space adjacent to the Stingtail, move the target to that space. This Dwarf cannot move in any way until the Stingtail is killed, stunned, frozen, or moved itself.

As long as the Stingtail has a hooked target, it will not try to hook other targets and will instead attack the hooked target when activated. In that case, roll 2 creature dice and apply any damage.

If there was no empty space adjacent to the Stingtail, it will simply strike with its tail without hooking the target: roll 1 creature die and apply any damage.

DREADNOUGHT

STATS

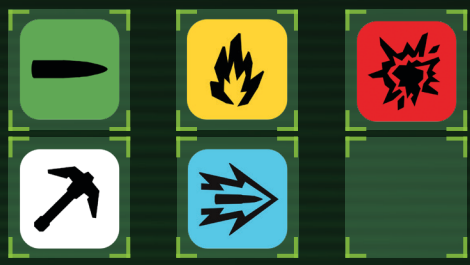
15

R ?

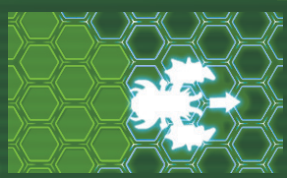
M 3

Damage: see Dreadnought event cards

RESISTANCE



Immune to:



Resistance ignored when attacked from behind

1 Dreadnought cocoon segment

1 Dreadnought event deck

1 Dreadnought health tracker

DESCRIPTION

The worst of the bunch, and arguably the most horrible thing Hoxxes IV has yet to throw at us. It's fast, smart, huge, and carries enough bio-weapons to fight a small war.

The Dreadnought takes up 3 spaces on the board, with its rear part covering 2 spaces. Like the Oppressor, the Dreadnought plows through walls and stalagmites to get to its prey, always facing the direction it moves in. Any minerals inside the walls drop to the floor. The Dreadnought has no resistance when attacked from behind. However, it can only lose health once per turn—it will then cover its body with its indestructible claws for the rest of that Dwarf's turn. BOSCO also cannot hurt the Dreadnought during the same turn in which a Dwarf dealt damage to it.

While the Dreadnought miniature is on the board, draw Dreadnought cards instead of event cards and follow the instructions on them (re-shuffle the deck if it runs out before the beast dies). The Dreadnought is completely immune to scare, freeze and stun effects (including when attacked from behind).

In order to summon the Dreadnought, the Dwarves must first reach the location of the big cocoon and successfully attack it. Once it has been dealt any type of damage, replace the cocoon with the Dreadnought itself, facing it toward its attacker. Any surplus damage from the attack on the cocoon is not carried over to the Dreadnought—it always enters the scene with full health. When the Dreadnought is killed, the active Dwarf draws a Rock 'n' Stone card.

When the Dreadnought is activated, it is time to use the Dreadnought Health track. Place a damage cube on the track and move it to keep track of the health of the Dreadnought.

NEW WEAPONS

ALTERNATIVE PRIMARY WEAPONS

You can choose one of these weapons as an alternative to your primary weapon. Like the other primary weapons, each weapon is class-specific. If nothing else is mentioned, each attack takes an action and costs 1 primary ammo.

DRAK-25 PLASMA CARBINE (SCOUT)

The plasma carbine can fire a powerful controlled burst at a single target. In its secondary mode, it fires an overheated salvo; flip over the weapon to indicate that it is temporarily jammed from overheating. You may spend 1 action now or during a later turn to unjam the weapon (flip it back over). It is now ready for use again, for either firing mode.

'HURRICANE' GUIDED ROCKET SYSTEM
Double Rockets (2 Ammo cost, no LOS)
(targets do not have to be adjacent)
R5
Volley (2 actions, no LOS)
R5

'HURRICANE' GUIDED ROCKET SYSTEM (GUNNER)

This multi-tube rocket launcher system can use its primary attack mode to fire multiple, independent, explosive rockets at targets that are not even adjacent. Direct line of sight is not required. It costs two ammo to fire. Its secondary mode fires a volley of rockets into the same area, covering no fewer than 7 adjacent spaces in a circle. All spaces in the target area suffer the rolled effect from the explosive die. This attack mode takes up 2 actions, however.

SHARD DIFFRACTOR (ENGINEER)

The Shard Diffractor costs 2 ammo to fire its super-heated laser in its primary mode. Roll 2 flame dice and 1 explosive die against a single, visible target at any range. For its secondary attack mode, you can fire a powerful laser burst at a target (or two adjacent targets, by allocating dice as normal) at any distance.

CORROSIVE SLUDGE PUMP (DRILLER)

A large sludge dispenser, shooting corrosive toxic waste at the enemy. Its main attack mode fires a sludge projectile directly at the creature, dealing 1 flame die of initial damage, plus 2 additional damage (unless a blank was rolled) after the upcoming event phase, before the next Dwarf's turn. Maximum additional sludge pump damage per creature per turn is two.

In its secondary mode, the sludge pump fires 2 puddles of sludge (mark target spaces with sludge tokens) at 2 vacant spaces within range. Once any walking creature or Dwarf steps on it, remove the sludge token and deal 2 damage to the target.

Creatures have no resistance against this attack, but resistance to any attached weapon upgrades still applies.

NEW MISSION TYPE

SALVAGE OPERATION

A prior mission has failed and precious equipment was left behind. The crew is long lost, but Management wants you to salvage the hardware. Your team of miners must go down to Hoxxes IV to locate and retrieve some damaged Mini M.U.L.E.s.

To do so, you must:

- Locate three legs per damaged Mini M.U.L.E.;
- Reattach those legs to the Mini M.U.L.E.;
- Repair the lost drop pod in the cave system.

Mini M.U.L.E.

Mini M.U.L.E. legs

Only then can you safely extract yourself and the repaired Mini M.U.L.E.s to complete the mission.

You will know the locations of the detached legs at the start of the mission. They can be collected with pickaxe chops. Add them to your character board until you can get to a Mini M.U.L.E. (which are hidden pickups that are immobile for now). The Mini M.U.L.E.s and the legs are indestructible and can be walked on, by both Dwarves and creatures.

Once you are on or adjacent to a Mini M.U.L.E. spend 1 action to attach any legs you are carrying. For example, if your Dwarf is carrying 1 leg and another Dwarf is carrying 2 legs, you will each have to spend 1 action to attach them to the Mini M.U.L.E. Attached legs are stacked on top of the mini M.U.L.E., to keep track of how many legs have been attached. Once a mini M.U.L.E. has 3 legs attached to it, it will automatically walk to the damaged drop pod, which is represented by the refinery token. Remove the Mini M.U.L.E. from the board and roll 1 mineral die to collect its contents.

The original drop pod will not return to pick you up. Instead, you must get to the damaged drop pod and repair it. Before the drop pod can be boarded, the Dwarves will have to work together by moving to a space adjacent to it and performing 6 pickaxe hits in order to repair it. Use damage cubes to keep track of the number of repairs needed.

Note: Be careful, once you start repairing it, you will be hit by relentless swarms of Glyphids. Draw swarm cards instead of event cards at the end of each Dwarf's turn, until the mission is completed.

Once all Dwarves have boarded the repaired drop pod, the mission is complete. Technically, only 3 Dwarves will fit the platform, but the mission ends in success as soon as the 4th Dwarf tries to move into it.

EXAMPLE

In this example, the Driller (yellow) is standing next to a mini M.U.L.E. leg and decides to chop it free. If he rolls a double pickaxe hit, he can collect both the leg and the Nitra next to him.

The Engineer (red) is also standing next to a leg, as well as a Mini M.U.L.E. The Engineer can spend 1 action to chop out the M.U.L.E. leg and then another action to attach it to the Mini M.U.L.E. he is already adjacent to.

LEVEL: NOVICE

MISSION 1: HOT TIMES ON HOXXES

Alright boys, it's time for some Morkite mining in another inhospitable environment. A geo-active cave system has been found to be rich in Morkite. We want you to retrieve it all, along with some precious alien fossils. But tread carefully down there: flowing lava rivers and plenty of hot geysers will burn any Dwarf to a crisp that dares to linger for too long. As for the Glyphids, well... They're not immune to the lava geysers either, so you might want to try and exploit that.

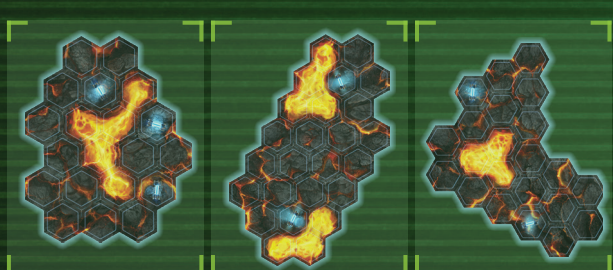
OBJECTIVE

Mine: 6x Morkite

Collect: 4x alien fossils

MISSION SPECIFIC EVENT

Geyser Eruption. Roll for each lava geyser. Apply damage to everything adjacent to the geyser, then activate all creatures.



Grunt

LEVEL: NOVICE

MISSION 2: MUCUS MINING

Fungus Bogs is a nasty, sticky environment, and we wouldn't send you in unless there were plenty of riches to collect. This cave system is crawling with explosive and poisonous plants, as well as the usual swarms of Glyphids. The cave floors are covered in sticky goo—it's like a swarm of Praetorians caught a cold and started sneezing everywhere... At least this will also slow down the ground-based creatures.

SPECIAL RULES

See mission 9 in the base game mission book for rules regarding point extraction missions.

OBJECTIVE

Collect: 5x

alien eggs

MISSION SPECIFIC EVENT

Rolling Rampage. Place a Q'ronar Shellback at exit 1, then increase the swarm threat by 1.

Rammer

Brood Nexus

Grunt

LEVEL: NOVICE

MISSION 3: PURPLE PERIL

It's time for a point extraction mission, Dwarves. This time you'll be heading down to the mysterious, luminous region of Azure Weald. The minehead is already in place—now it's up to you to rid this cave of hostile bugs and collect both Aquarqs and fossils. The Aquarqs are not easy to get to, but you might be able to make some good use of the environment. There's also not much Nitra to be found, so take full advantage of any Loot Bugs you can find. Be careful, because some nasty Stingtails have been spotted in the area.

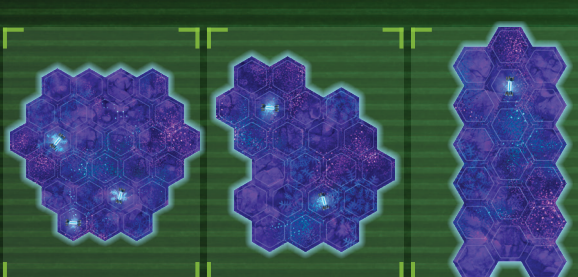
OBJECTIVE

Mine: 5x **Aquarqs**

Collect: 4x **alien fossils**

MISSION SPECIFIC EVENT

Stinging Surprise. Place a Stingtail at exit 2, then activate all creatures.



Spitball Infector

Grunt

LEVEL: NOVICE

MISSION 4: ICE-OLATED CAVES

Management wants you to collect both Morkite and alien fossils from these frosty caves. Thick snow and slippery, brittle ice will slow you down... Not to mention the deadly icicles dropping from the ceiling. Once you dig your way into the northern part of the caves, the dormant wildlife in the vicinity is bound to awaken. Stay sharp, and keep warm!

OBJECTIVE

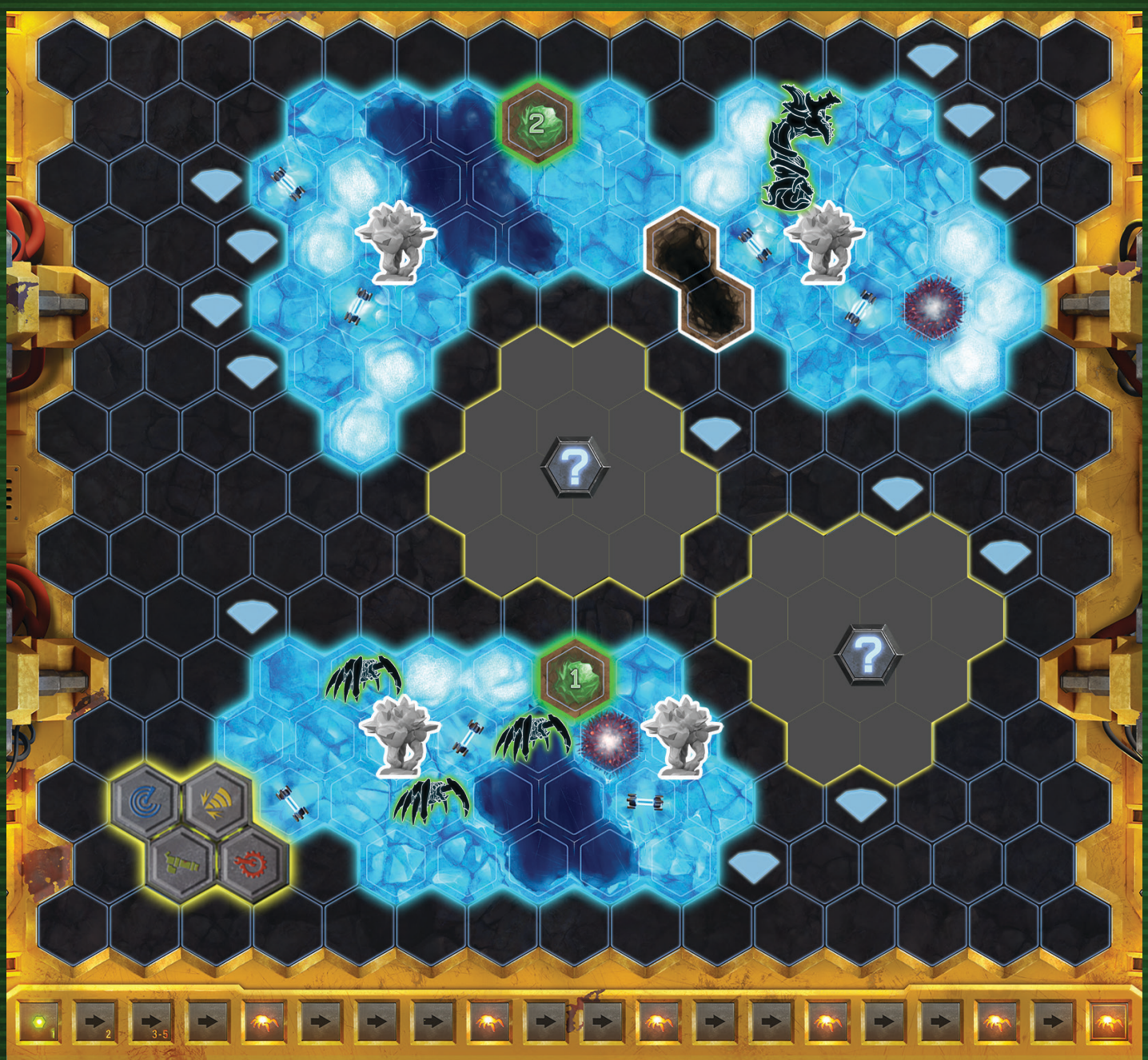
Mine: 7x Morkite

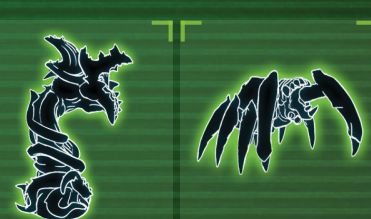
Collect: 3x alien fossils

MISSION SPECIFIC EVENT

Falling Ice. A huge icicle drops from the cave ceiling right over the current player's Dwarf. Choose to **either**:

- stay put and roll 2 creature dice. Suffer 1 damage for each BITE rolled but ignore [!] results, **or**
- jump (roll, if knocked over) to an empty adjacent space, if possible. This is a free action, but you become knocked over.





Spitball Infector

Grunt

LEVEL: EXPERIENCED

MISSION 5: COOKED CAVERNS

We are sending you into the magma caves to take out a monstrosity of epic proportions. You heard me: a Dreadnought cocoon has been spotted between the molten rocks and lava geysers in this cave system. We need you to go kill it and secure the premises. While you're at it, see if you can locate and retrieve 4 alien fossils. Good luck, and go easy on the bullets, lads!

OBJECTIVE

Eliminate: Dreadnought

Collect: 4x alien fossils

MISSION SPECIFIC EVENT

Geyser Eruption. Roll for each lava geyser. Apply damage to all creatures, Dwarves and sentries adjacent to the geyser, then activate all creatures.

Brood Nexus

Grunt

LEVEL: EXPERIENCED

MISSION 6: A BIT OF EVERYTHING

This part of the Azure Weald region is especially interesting. A cave system rich in Morkite, apoca blooms and alien eggs has been located, and it's ripe for harvesting. So get to business and collect everything. Scanners indicate a risk of encountering the aggressive Rammers, so stay clear of the tunnel exits. Make good use of the glowing crystalline rock formations, and get back in one piece. Don't come back without the loot!

OBJECTIVE

Mine: 4x **Morkite**

Collect: 3x **apoca blooms**

Collect: 3x **alien eggs**

MISSION SPECIFIC EVENT

Ramming Rampage. Place a Rammer at a tunnel exit of your choice, then activate all creatures.

Naedocyte Hatchlings | Exploder | Brood Nexus | Slasher | Naedocyte Breeder

LEVEL: EXPERIENCED

MISSION 7: BUGGED BOG

Let's be clear: the point extraction mission you are about to embark on is not gonna be a walk in the park. Several unhatched Glyphid cocoons have been reported by the previous team we sent into the caves. Unfortunately, they seem to have been... consumed by something. This opens up the opportunity for YOU to go down there and show everyone how it's done. Try to conserve your ammo, because there are no nearby pockets of Nitra. If you can make it to the last known location of the missing miners, you might be able to recover some of their gear. It's not like they're gonna be needing it anymore, right?

SPECIAL RULES

As soon as a Dwarf enters a space with an !-token, remove the token and give that player 2 throwables and 1 weapon upgrade.

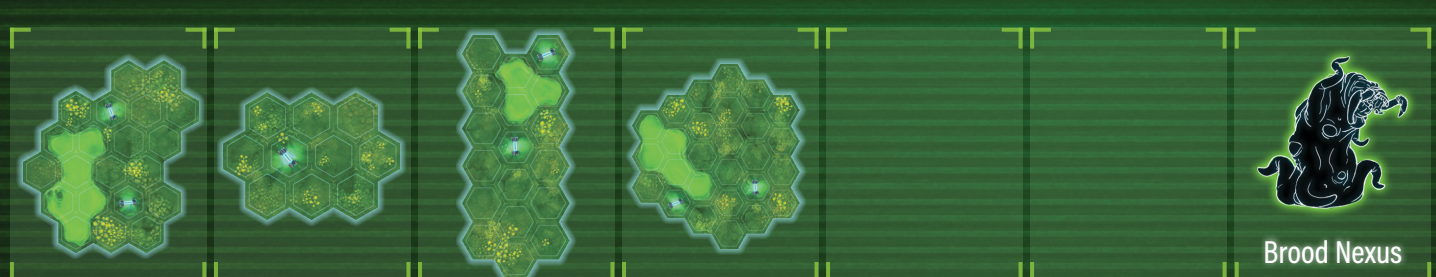
OBJECTIVE

Mine: 5x

Aquarqs

MISSION SPECIFIC EVENT

Hatching. A Web Spitter bursts out of every Glyphid cocoon within 5 spaces of a Dwarf. Replace each of these cocoons with a Web Spitter (or Slasher, if not enough Web Spitters are available). Then increase the swarm threat by 1.



Brood Nexus

LEVEL: EXPERIENCED

MISSION 8: COLLECT AND CRUSH

Listen up, miners! This cave system contains an abundance of crystals like you've never seen before. It also contains buckets of critters, but don't let that distract you from the wealth that Management can obtain. In order to secure your successful return with the precious load, they have reluctantly agreed to offer extra support by sending down small relief drones... Occasionally.

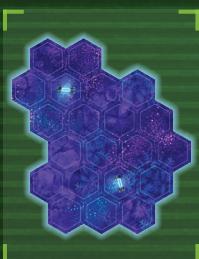
OBJECTIVE

Mine: 8x

Morkite

MISSION SPECIFIC EVENT

Relief Drone. Choose 1 Dwarf to gain 1 of each type of ammo, or 2 health, then activate all creatures.



Naedocyte Hatchlings

Naedocyte Breeder

Mactera

Grunt

LEVEL: EXPERIENCED

MISSION 9: THE BIG CHILL

Put on your winter overalls, because this is a cold cave system, ravaged by occasional blizzards. You need to make your way through these icy caves in order to get to the Dreadnought cocoon. Burst it open, destroy the gigantic creature, and make it back alive in one piece. While you're there, bring us back some apoca blooms. R&D wants to examine them and find out how they (and the Glyphids) seem to thrive in extreme environments like these.

OBJECTIVE

Eliminate:

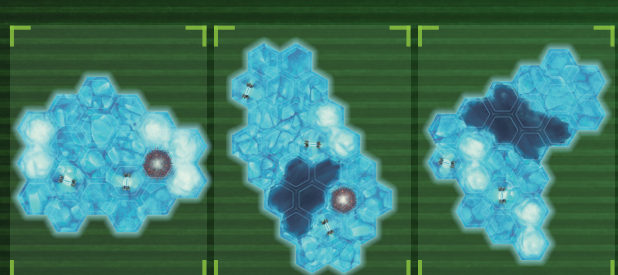
Dreadnought

Collect: 4x

apoca blooms

MISSION SPECIFIC EVENT

Blizzard. All Dwarves that are not on—or adjacent to—an oasis pit will become hypothermic. Place a frozen token on that Dwarf's character card until the hypothermic status has been lifted. Also place a Stingtail at exit 1.



Naedocyte Hatchlings

Naedocyte Breeder

LEVEL: VETERAN

MISSION 10: HARD-BOILED EGGS

Management wants you to go egg-hunting in a scorching environment. This magma cave system is a nesting ground for whatever horrible creatures might be lurking in the deep. We need you to bring back five alien eggs. Try to resist soaking your feet in hot lava. Those company boots aren't cheap, you know?!

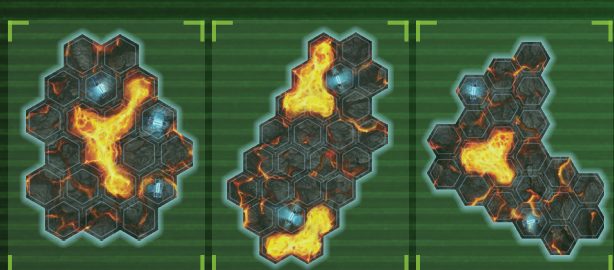
OBJECTIVE

Collect: 5x

alien eggs

MISSION SPECIFIC EVENT

Geyser Eruption. Roll for each lava geyser. Apply damage to all creatures, Dwarves and sentries adjacent to the geyser, then activate all creatures.



Rammer Grunt

LEVEL: VETERAN

MISSION II: FAIRY RING OF TROUBLE

We're sending you down to collect Morkite and apoca blooms inside of a lush but deadly cave system, covered with poisonous fungi, Glyphid cocoons and explosive flora. Some of the minerals can be a bit hard to get to, so don't linger too long. Also, be warned that our scanners have picked up the mysterious floating Naedocytes. Stay clear, because encountering them will be a... shocking experience.

OBJECTIVE

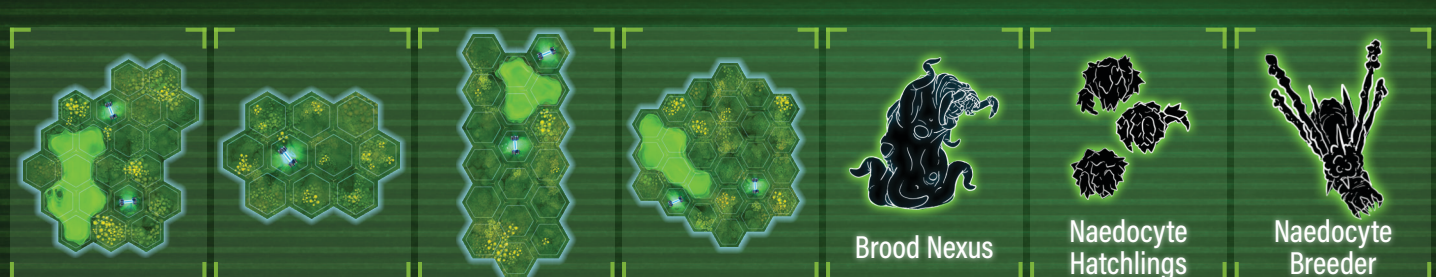
Mine: 7x Morkite

Collect: 4x apoca blooms

MISSION SPECIFIC EVENT

Hatching. A Web Spitter bursts out of every Glyphid cocoon within 5 spaces of a Dwarf. Replace each of these cocoons with a Web Spitter (or Slasher, if not enough Web Spitters are available). Then increase the swarm threat by 1.

?
1
2
1
2
3-5


Brood Nexus
Naedocyte Hatchlings
Naedocyte Breeder

LEVEL: VETERAN

MISSION 12: A SONG OF SNOW AND ICE

It's time to collect some Aquarqs from the frozen depths of Hoxxes IV. We have dropped a mine head into this Grunt-infested cave system, and you are hereby tasked with retrieving the precious minerals. You might find some extra upgrades in the nearby (otherwise utterly useless) hidden cave. Break a leg, Dwarves!

SPECIAL RULES

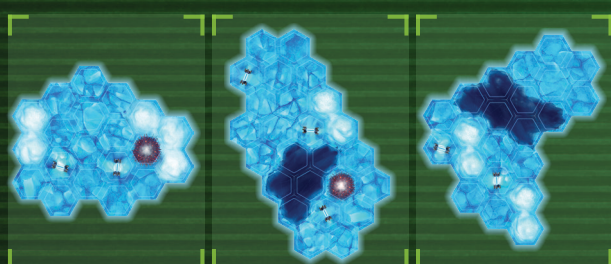
Each weapon upgrade token in the hidden cave segment provides 2 weapon upgrades.

OBJECTIVE

Mine: 5x
Aquarqs

MISSION SPECIFIC EVENT

Blizzard. All Dwarves that are not on—or adjacent to—an oasis pit will become hypothermic. Place a frozen token on that Dwarf's character card until the hypothermic status has been lifted. Also place a Stingtail at exit 1.



Rammer

Grunt

LEVEL: VETERAN

MISSION 13: THE AZURE DREAD

Alright lads, it's time for you to hunt down a Dreadnought cocoon, pop it, and kill whatever horror is waiting for you inside! Until then, it will not be safe for us to mine the Azure Weald biome. Be aware that Naedocytes have been spotted in the region, as well as a Stingtail nest. You might wanna stay close to some of the mysterious crystals, so you can blast away at the nasty creatures from a safe distance... Well, relatively safe. Get cracking!

SPECIAL RULES

The !-token marks an exit from a burrowed Stingtail nest. It is indestructible. Dwarves cannot move onto it. Stingtails are only added here by mission specific events.

OBJECTIVE

Eliminate:

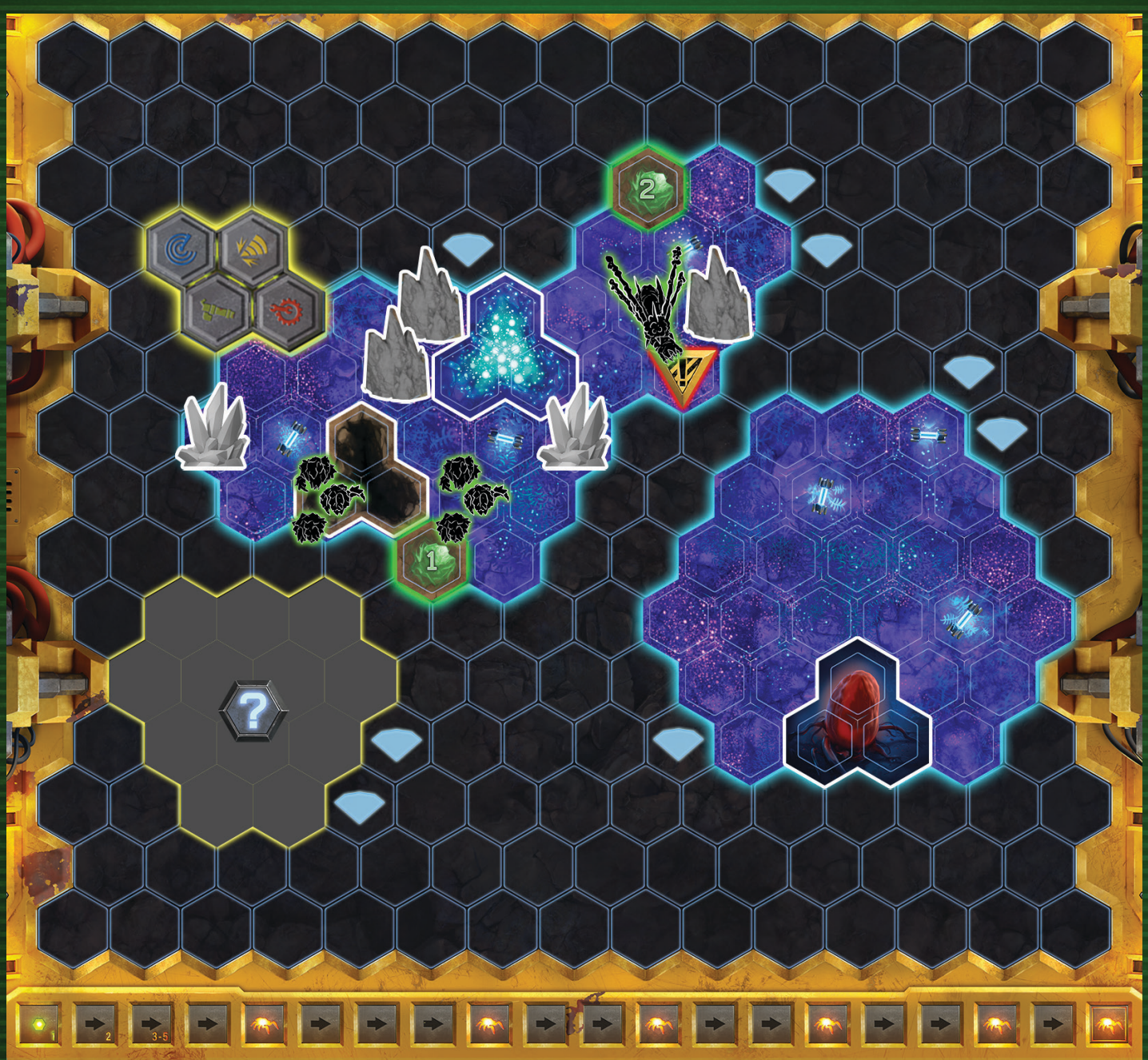
Dreadnought

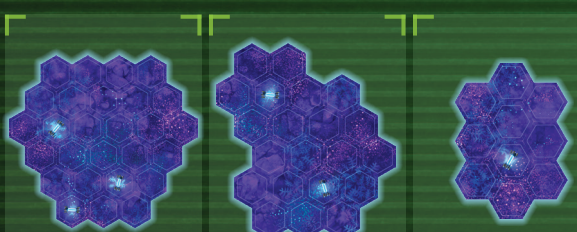
Collect: 4x

apoca blooms

MISSION SPECIFIC EVENT

Stingtail Nest. Add a Stingtail on, or as close as possible to the !-token, then increase the swarm threat by 1.





Naedocyte Hatchlings

Naedocyte Breeder

LEVEL: VETERAN

MISSION 14: BOILING HOT FUN

We don't know what it is with those Aquarqs, but they tend to always appear in the worst kind of caves. This time it's no different, because our scanners have brought back readings of Naedocytes, magma rivers and active volcanoes. The soil is rich in minerals, so also retrieve some apoca blooms. Good luck and get to it: the mine head is already deployed and we don't want it to get lonely.

OBJECTIVE

Mine: 4x Aquarqs

Collect: 4x apoca blooms

MISSION SPECIFIC EVENT

Geyser Eruption. Roll for each lava geyser. Apply damage to all creatures, Dwarves and sentries adjacent to the geyser, then activate all creatures.

Q'Ronar Shellback

Naedocyte Hatchlings

Naedocyte Breeder

LEVEL: VETERAN

MISSION 15: COLD CAVES & CREEPY CRITTERS

Pull out your strongest axes, because some serious digging is required here! This system is one frosty thorn in Management's eye. We need to clear this cave system of any awful Nexus Broods, otherwise they might grow bigger and spread over to nearby systems. At least that's what our xenobiologists are saying. Always check for a Broods Nexus in the hidden cave areas, because several of these abominations might be lingering about. Oh, and you also need to collect all the eggs you come across.

OBJECTIVE

Eliminate All:

Brood Nexus (also any from hidden caves)

Collect: 5x

alien eggs

MISSION SPECIFIC EVENT

Blizzard. All Dwarves that are not on—or adjacent to—an oasis pit will become hypothermic. Place a frozen token on that Dwarf's character card until the hypothermic status has been lifted. Also place a Stingtail at exit 1.

2
1
?
?
1
2
3-5

Web Spitter
Slasher
Mactera
Brood Nexus

LEVEL: VETERAN

MISSION 16: FUNGUS SPRAWL

As if the smell down there wasn't bad enough already, this moist little corner of Hell is crawling with creatures. You must carve your way through the sticky goo and annoying bugs until you eventually reach the grand prize: a particularly nasty type of Dreadnought! It seems to be sharing some sort of symbiotic state with Glyphid Grunts, which are hiding under its thick shell. We must get rid of it before it shuts down all of our operations. Also, our researchers insist that you must collect any alien fossils you come across.

SPECIAL RULES

At the end of any turn in which the Dreadnought was damaged, place a Grunt behind it, as close as possible to the Dreadnought.

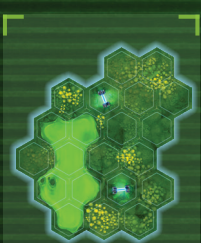
OBJECTIVE

Eliminate: Dreadnought

Collect: 4x alien fossils

MISSION SPECIFIC EVENT

Relief Drone. Choose 1 Dwarf to gain 1 of each type of ammo, or 2 health, then increase the swarm threat by 1.



Grunt

Naedocyte Hatchlings

Naedocyte Breeder

LEVEL: VETERAN

MISSION 17: LOST IN AZURE

Saddle up, Team! An earlier expedition to this region has gone awry and we need you to descend into the caves to repair and retrieve the equipment. You must gather the detached legs of two broken Mini M.U.L.E.s, then locate these M.U.L.E.s and reattach the legs. Once repaired, they will travel to their original drop pod, which is still present in the cave system, but badly damaged. You must repair the drop pod before you can escape. Good luck!

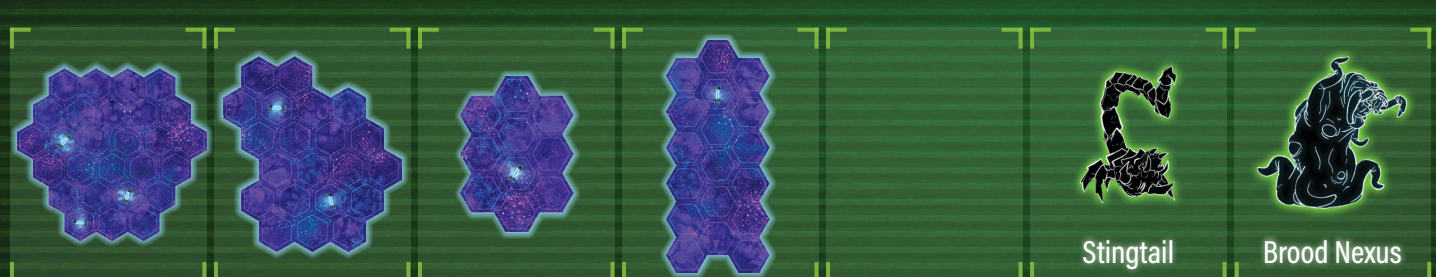
OBJECTIVE

Repair the two Mini M.U.L.E.s and the lost drop pod

MISSION SPECIFIC EVENT

Q'ronar Quake. Add a Q'ronar Shellback to the tunnel exit closest to a Dwarf. If there is already a Q'ronar Shellback in play, activate all creatures instead.

Broken drop pod
2
1
?
?
1
2
3-5


Stingtail
Brood Nexus

LEVEL: VETERAN

MISSION 18: DEADLY TEMPTATIONS

Are you receiving me? Good! A previous team messed up pretty good in these magma caves, and we need you to go in and retrieve what remains of their equipment: two damaged Mini M.U.L.E.s and the drop pod. This volcanic cave system seems mostly devoid of creatures at this point, but that doesn't mean you should linger. There are lots of unknown areas down there, and the minerals are not easily accessible. Best of luck to you. Over and out!

OBJECTIVE

Repair the two Mini M.U.L.E.s and the lost drop pod

MISSION SPECIFIC EVENT

Geyser Eruption. Roll for each lava geyser. Apply damage to everything adjacent to the geyser, then activate all creatures.

Grunt

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